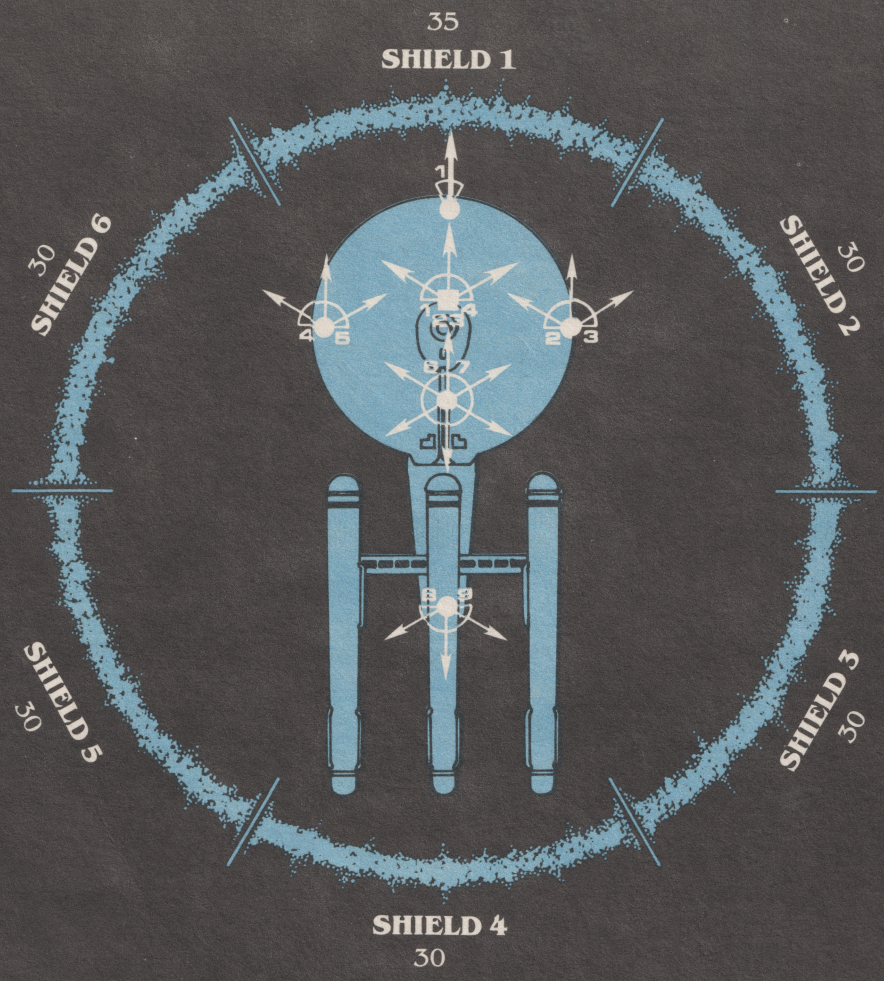

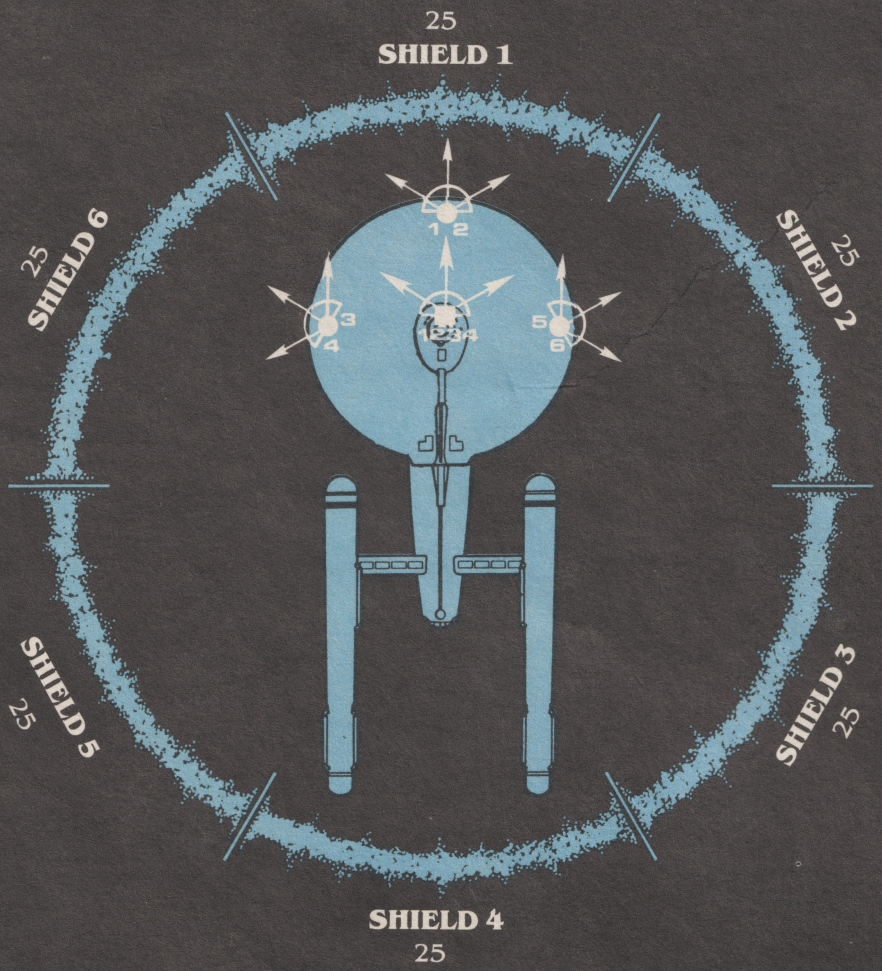

ALLIANCE DREADNOUGHT (First Class)

Mass: 1.5
Turning Rate: 11°/time unit
Transporter Capacity: 4
Armament:
- 1 Siege Phaser
- 8 Heavy Phasers
- 4 Photon Torpedo Tubes

Power:
- Engines: 53
- Batteries: 5

14 Boarding Parties

THE WARP FACTOR™

STARSHIP DATA CARD KEY

Arrows indicate the shield # through which weapon fires.

This circle describes arc of fire (e.g., 60°, 120°, 180°, etc.)

Heavy phaser
Siege phaser
Photon torpedo

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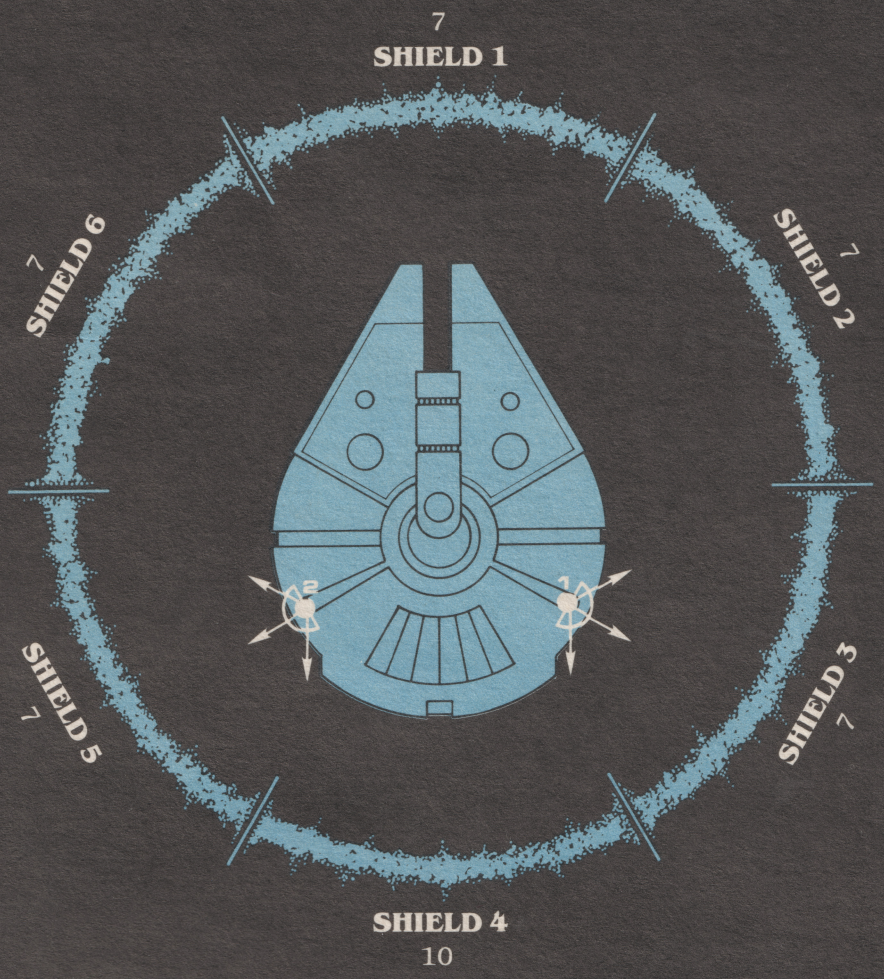
ALLIANCE HEAVY CRUISER (Second Class)

Mass: 1.0
Turning Rate: 15°/time unit
Transporter Capacity: 3
Armament:
- 4 Photon Torpedo Tubes
- 6 Heavy Phasers

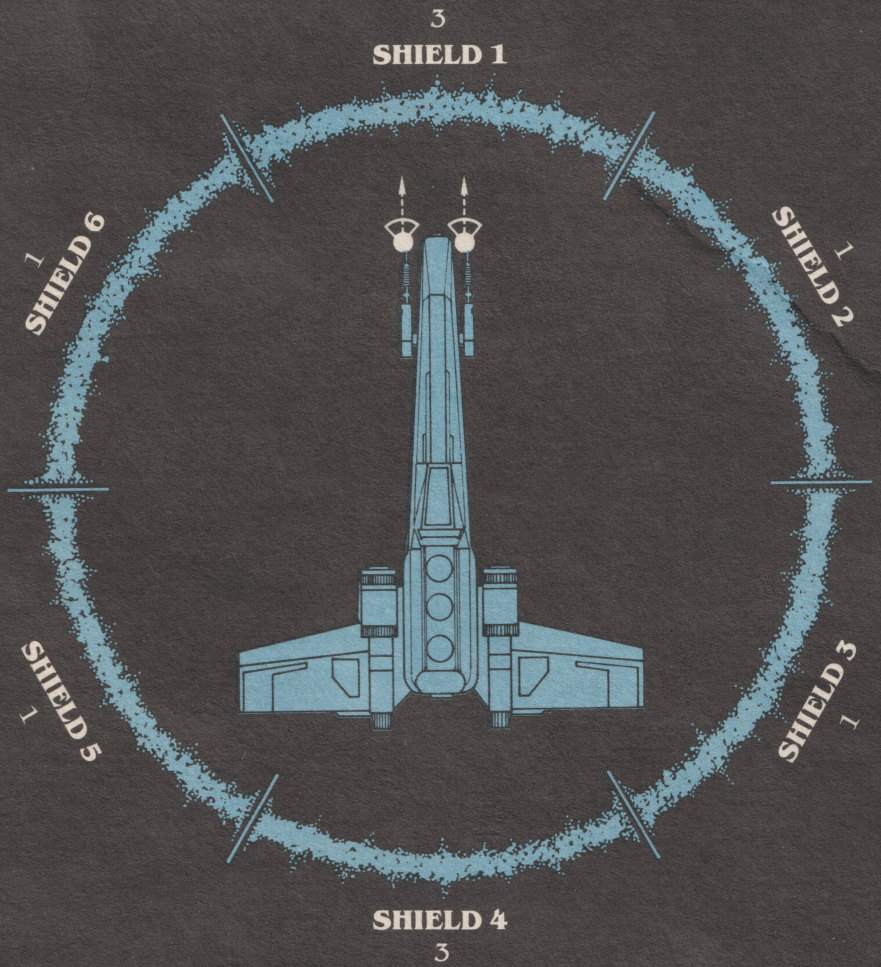
Power:
- Engines: 34
- Batteries: 4

10 Space Marine Boarding Parties



FREEMEN FREIGHTER (First Class)

Mass: 0.67
Turning Rate: 22°/time unit
Transporter Capacity: 0
Armament:
2 Heavy Phasers
4 Type 1 Drones
Power:
Engines: 16
Batteries: 4
0 Boarding Parties



THE WARP FACTOR™

STARSHIP DATA CARD KEY

Arrows indicate the shield # through which weapon fires

This circle describes arc of fire (e.g., 60 , 120 , 180 , etc.)

Light phaser

Heavy phaser

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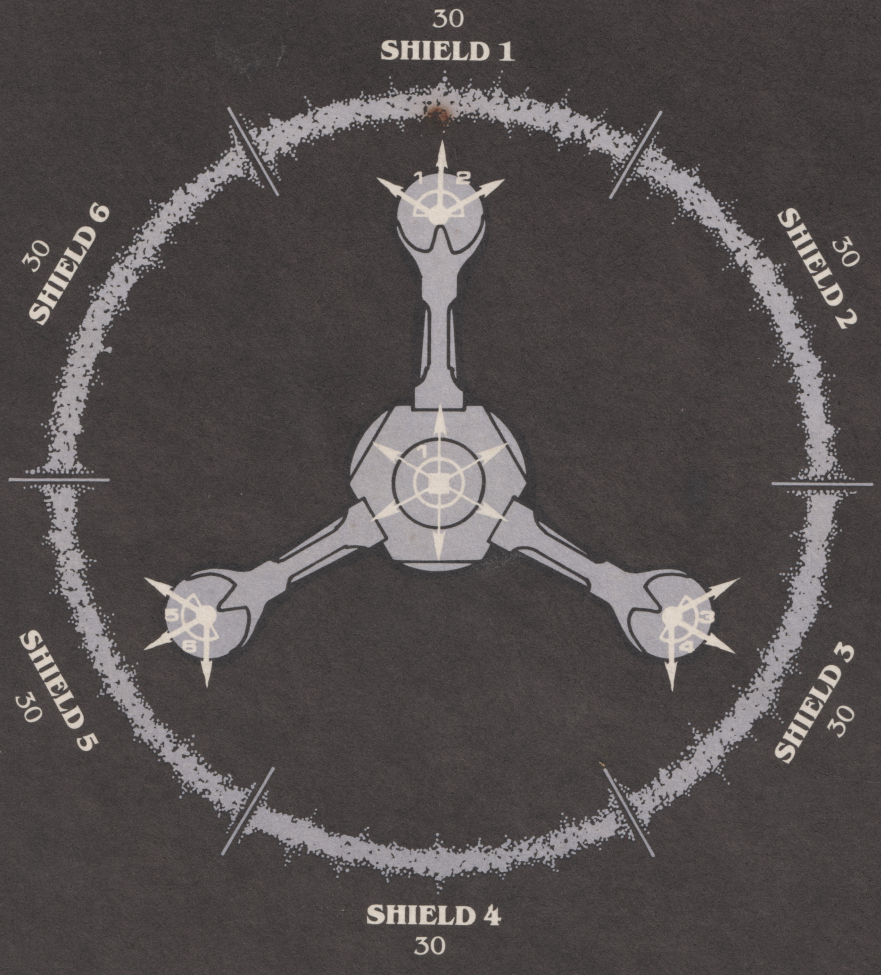
FREEMEN FIGHTER (Second Class)

Mass: 0.5
Turning Rate: 45°/time unit
Transporter Capacity: 0
Armament:
2 Light Phasers
2 Type 1 Drones
Power:
Engines: 8
Batteries: 2
0 Boarding Parties



STARBASE (First Class)

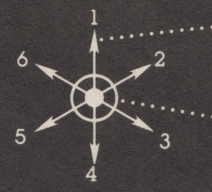
Mass: 10.0
Turning Rate: 4°/time unit
Transporter Capacity: 22
Armament:
- 9 Siege Phasers
- 6 Photon Torpedo Tubes

Power:
- Engines: 76
- Batteries: 44

50 Space Marine Boarding Parties

THE WARP FACTOR™

STARSHIP DATA CARD KEY



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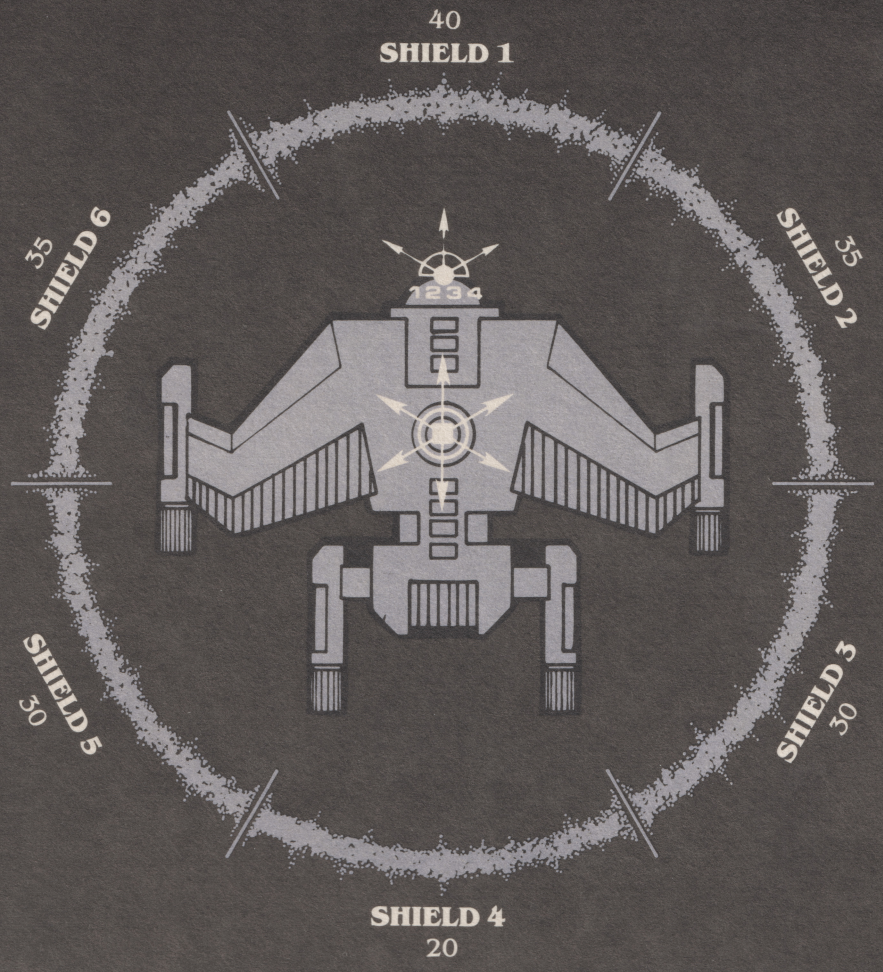
OUTPOST STARBASE (Second Class)

Mass: 3.0
Turning Rate: 4°/time unit
Transporter Capacity: 2
Armament:
- 6 Siege Phasers
- 6 Photon Torpedo Tubes

Power:
- Engines: 10
- Batteries: 2

12 Space Marine Boarding Parties

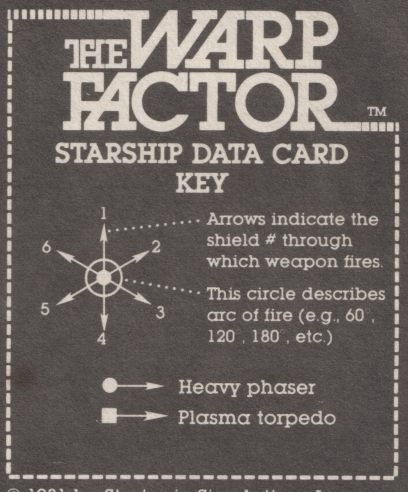


REMAN LIGHT CRUISER "WAR EAGLE" (First Class)

Mass: 1.0
Turning Rate: 15°/time unit
Transporter Capacity: 1
Armament:
- 4 Heavy Phasers
- 1 Plasma Torpedo Tube
- 1 Cloaking Device

Power:
- Engines: 26
- Batteries: 6

5 Boarding Parties



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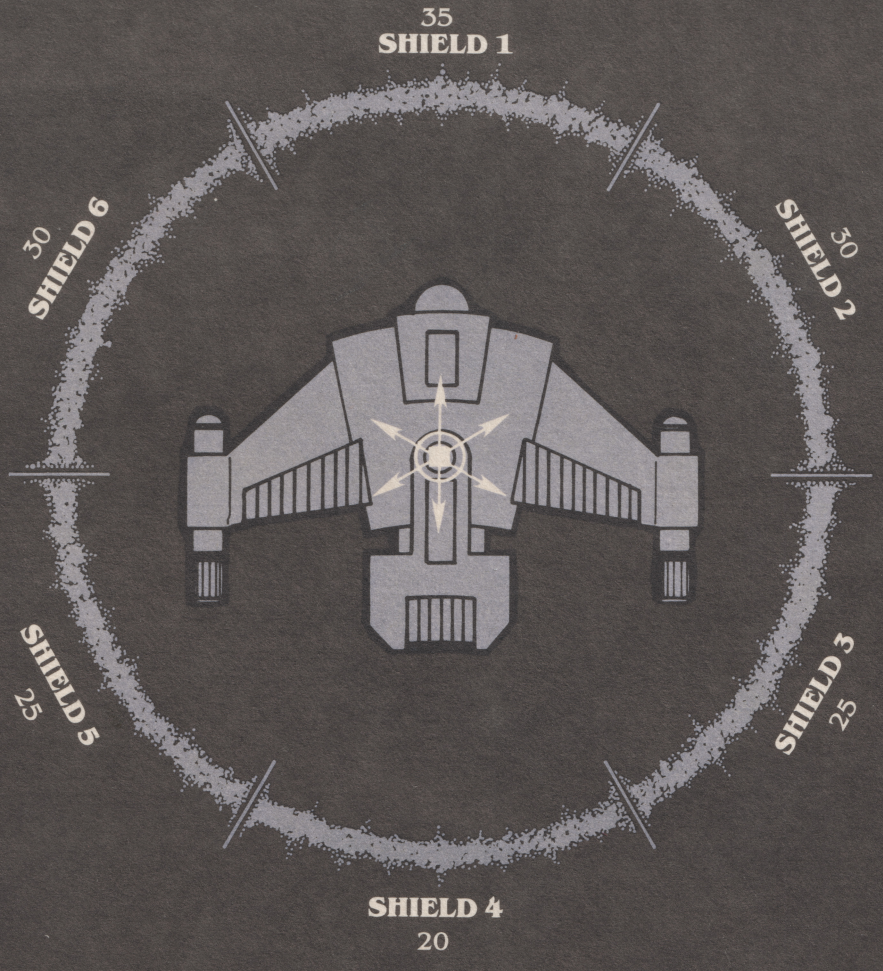
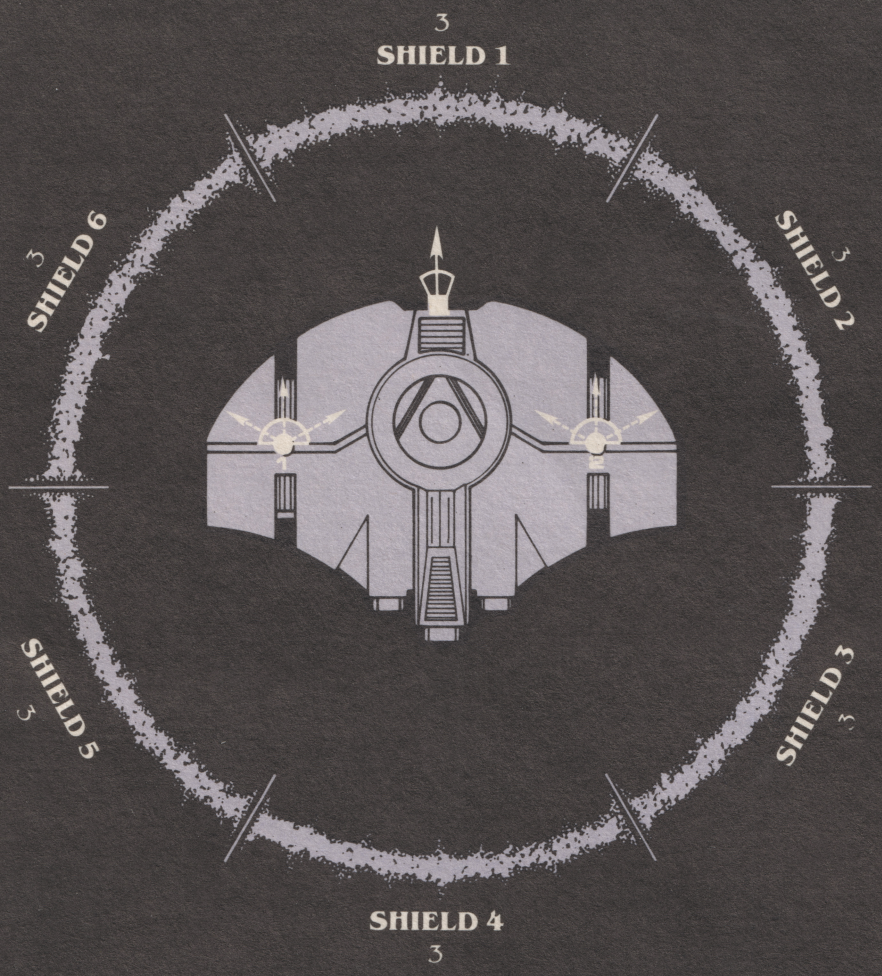


REMAN DESTROYER "WARBIRD" (Second Class)

Mass: 1.0
Turning Rate: 23°/time unit
Transporter Capacity: 1
Armament:
- 1 Plasma Torpedo Tube
- 1 Cloaking Device

Power:
- Engines: 6
- Batteries: 6

5 Boarding Parties



IMPERIAL RAIDER (First Class)

Mass: 0.67
Turning Rate: 30°/time unit
Transporter Capacity: 0
Armament:
- 2 Light Phasers
- 1 Disruptor Bolt

Power:
- Engines: 10
- Batteries: 5

0 Boarding Parties

THE WARP FACTOR™

STARSHIP DATA CARD KEY

Arrows indicate the shield # through which weapon fires

This circle describes arc of fire (e.g. 60 120 180 etc.)

Light phaser

Disruptor bolt

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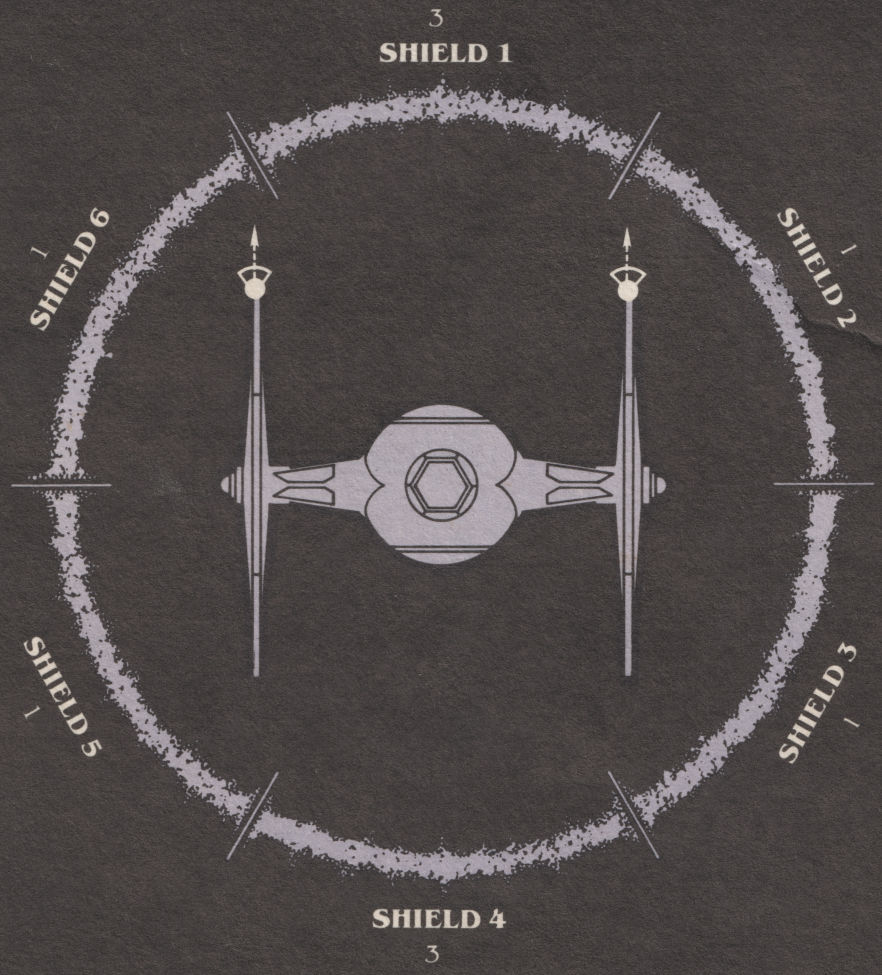
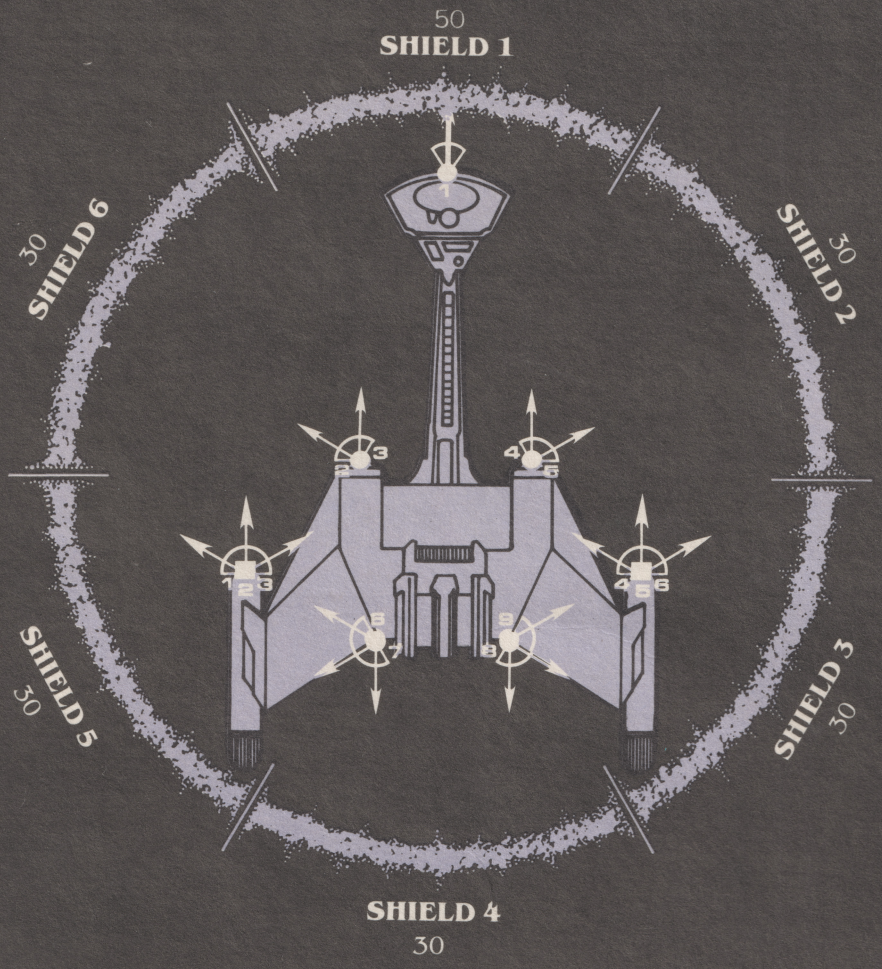


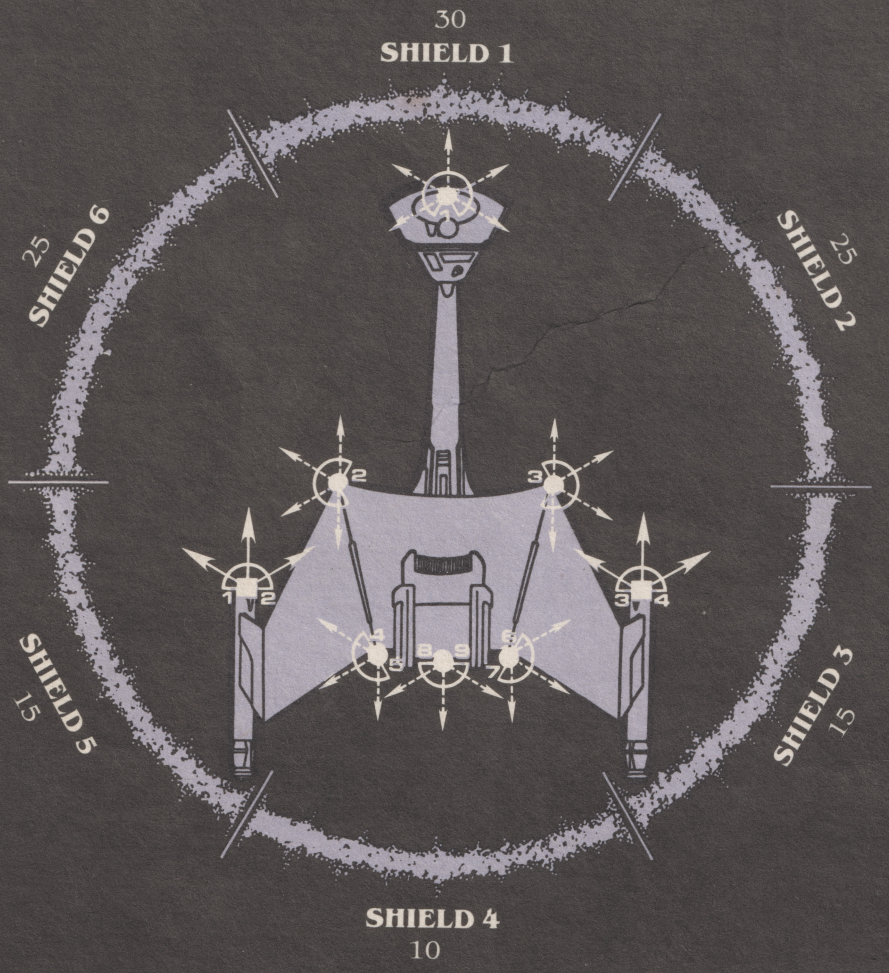
IMPERIAL FIGHTER (Second Class)

Mass: 0.5
Turning Rate: 45°/time unit
Transporter Capacity: 0
Armament:
- 2 Light Phasers
- 1 Type 1 Drone
- 1 Type 2 Drone

Power:
- Engines: 8
- Batteries: 2

0 Boarding Parties





KLARGON DREADNOUGHT (First Class)

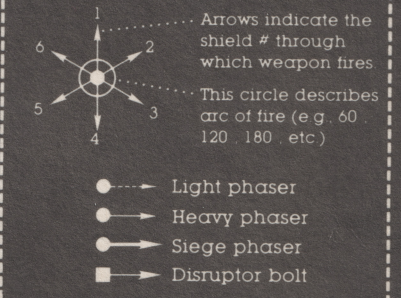
Mass: 1.5
Turning Rate: 15°/time unit
Transporter Capacity: 8
Armament:
- 1 Siege Phaser
- 4 Heavy Phasers
- 4 Light Phasers
- 6 Disruptor Bolts
- 12 Type 1 Drones
- 6 Type 2 Drones

Power:
- Engines: 57
- Batteries: 8

24 Boarding Parties

THE WARP FACTOR™

STARSHIP DATA CARD KEY



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KLARGON CRUISER (Second Class)

Mass: 1.0
Turning Rate: 19°/time unit
Transporter Capacity: 5
Armament:
- 9 Light Phasers
- 4 Disruptor Bolts
- 4 Type 1 Drones
- 2 Type 2 Drones

Power:
- Engines: 37
- Batteries: 3

14 Boarding Parties